Emperor, Tycoon, General, Explorer, Warrior.

Who will you be next?

Impressions™

Spring/Summer 1993

IMPRESSIONS SOFTWARE INC.
222 Third Street
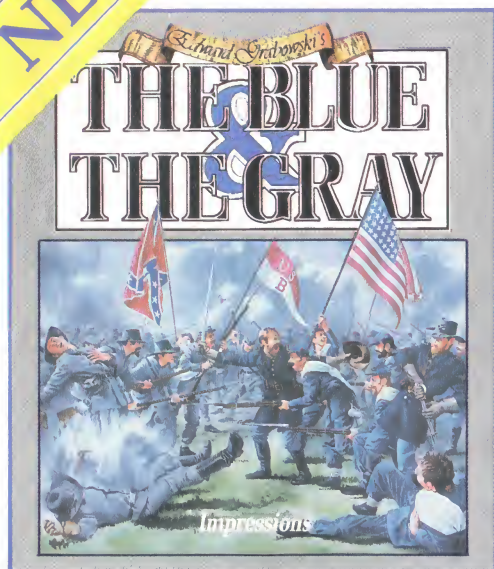Suite 0234
Cambridge MA 02142

Dear Customer

Impressions has now been established and selling software in North America for nearly a year, and I want to thank all of you for your support and help. I have learned enormous amounts about what makes games work for you, and what we need to do to give you the games you want to play. I want to especially thank all the users of Prodigy who contributed to discussions about product quality.

For all of you who bought the initial **Air Bucks**, *I hope that we have shown what customer support and our commitment to excellence really mean, with the free upgrades. I now believe that* **Air Bucks** *is a truly excellent product, and I know that many thousands of you agree.* **Caesar** *also should help prove that our commitment to excellence is real - not an empty slogan.*
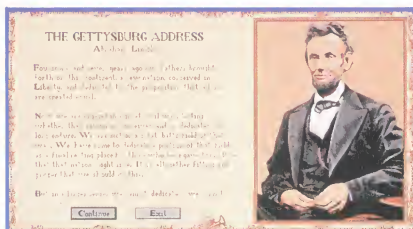
Let me say once again that we are here because we want to make games that people want to play. We specialize in strategy games - because those are the games we love to play ourselves. Our philosophy is to have fun, and ensure that fun oozes out of our games. Please, please continue to write in and help us get even better. We have come a long way - but with your help, we'll go even further and give you even better games. I hope you'll like the new games inside these pages. Enjoy!

David Lester BA ACA
President
Impressions Software

Edward Grabowski's THE BLUE & THE GRAY

Impressions

Authentic historic interludes faithfully recreate the atmosphere of the period!

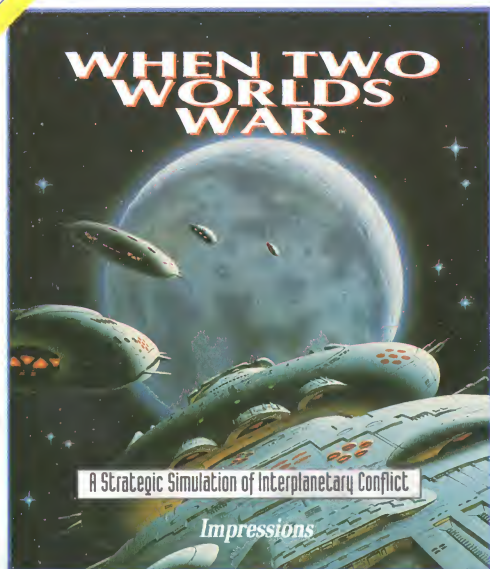Watch your armies battle in fast, high-resolution animation!

Spectacular graphics form just a part of the careful attention to accuracy and detail!

Recreate the power and excitement of the Civil War in *Edward Grabowski's The Blue and the Gray* ! Starting in April 1861, you control either the North or the South in this historic struggle and continue the fight until victory! Create your own armies, choose your own authentic uniforms, name your units, and even recruit additional manpower if necessary. Then command your armies and maneuver them around a map that spans from the Midwest to the East coast and from Florida up to New York. When two armies clash, fight out a Micro Miniatures battle in fast, high-resolution animation! With breathtaking graphics that faithfully recreate the atmosphere of the period, *The Blue and the Gray* is by far the best-looking war game ever to be seen on the PC! Now the war that pitted brother against brother can be fought at the level of man-to-man!

Features:
- Up to 200 animated figures per battle, representing up to tens of thousands of soldiers
- Naval units and blockades
- Stunning high resolution graphics
- Atmospheric sound and music
- Careful attention to accuracy and detail
- River and rail transport
- Challenging simulation

Includes a FREE copy of a specially commissioned book on the Civil War!

WHEN TWO WORLDS WAR

A Strategic Simulation of Interplanetary Conflict

Impressions

Design the exact craft to fit your strategy!

Explore unknown enemy planets and attack!

Increase your technical knowledge to build better craft!

Get ready for the next generation in two-player science fiction strategy entertainment! In *When Two Worlds War,* you command your entire planet's military resources to conquer a hostile neighboring planet! Explore enemy planets to discover land shapes and key installations. Use your own voice (with an Aria soundcard) to control a futuristic state-of-the-art workstation where you can research new technologies, design and manufacture new unit types, and then direct units to carry out your strategy on land, sea, air, and space! Your careful planning and tactical skill will determine whether your world is the victor, or the latest conquest of your enemy!
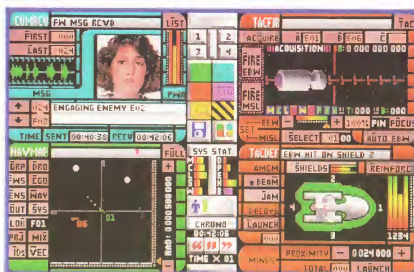
Features:

- Modem support
- Aria speech recognition (optional)
- Rich 256 color VGA graphics
- Digitized speech and sound effects
- World generator
- Unit design facility
- Turn -based *or* real-time play
- Extensive replay value

RULES OF ENGAGEMENT 2

STRATEGIC STARSHIP COMBAT AT ITS VERY BEST

✳ OMNITREND

Impressions

Choose which 4 QuadPanels to display at any given time!

Animated sequences feature incredible graphics!
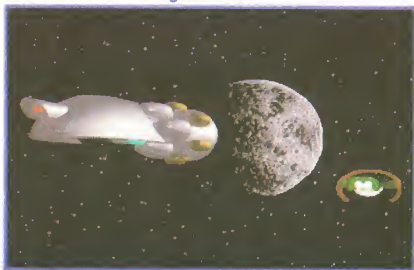

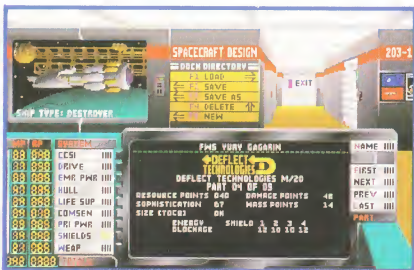Design spacecraft to fit your specifications!

A real-time, strategic space combat game, *Rules of Engagement 2* takes you where no computer game has gone before! As Fleet Commander in charge of a fleet of starships, you must engage enemy vessels and destroy hostile outposts to protect the Federated Worlds. Design and construct ships and their captains using both a mission and a campaign builder, or play one of the five campaigns included with the game. Watch in wonder as your captains make decisions based on their unique personalities! *Rules of Engagement 2* is the latest module in Omnitrend's Interlocking Game System (IGS), enabling you to interconnect with *Breach 2* and Impressions' *Breach 3*!

Features:
- World's first campaign builder
- Over 30 missions included within the 4 tree-structured campaigns
- Race and captain builder including 18 personality traits
- Fully fledged Alien vessel builder
- Extensive digitized speech
- Stunning animated sequences and 256 color VGA graphics
- Easy-to-learn, customizable interface

CAESAR

ROME WASN'T BUILT IN A DAY - HOW LONG WILL IT TAKE YOU?

Impressions
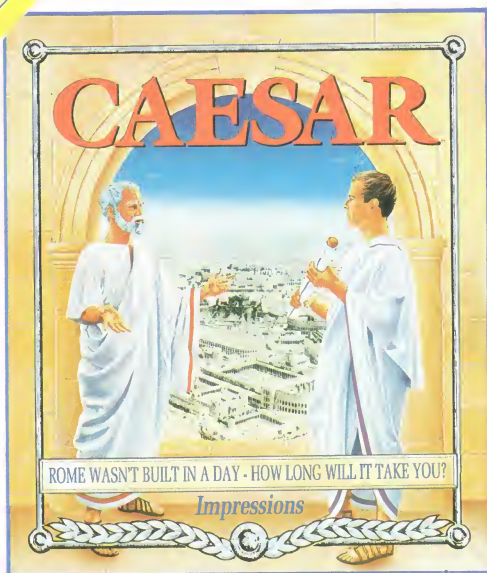
Features:
- Fun, thought provoking simulation
- Screens alive with animated graphics
- Maps and advisors help your decisions
- Huge replay value with 50 provinces and 20 ranks for promotions
- Intriguing strategy gameplay
- Historically accurate
- A variety of ways to win
- Excellent music and digitized sounds
- Links with Impressions' *Cohort II*

City simulation enters the next generation! In *Caesar*, you are the governor of a province of the Roman Empire and must design, build and govern cities for the good of your people. Create your capital city from scratch, choose your buildings from the breadth of Roman culture and architecture, and make planning and administrative decisions to make your city a better place to live. Create trade routes between your city and other towns, and build Imperial highways to connect you with the rest of the empire. Fortify your cities with walls and towers, but should your defenses fail, you must command legions to crush the hostile barbarian tribes! Fight your enemies in short engagements, or at man-to-man level by adding Impressions'*Cohort II* ! Do poorly, and you may face execution. Do well, and your city will prosper and you may be promoted. Ultimately, the very best may rise to become... Caesar!

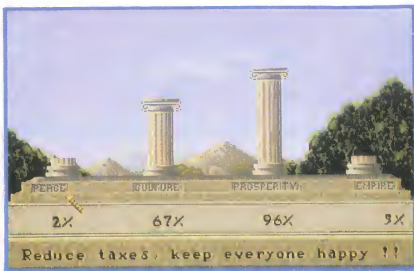Winner of the coveted **Golden Triad Award** (*April, 1993, Computer Game Review*)

Build cities like this as the capital city of your province!

Your advisors in the forum will give you information to assist your reign

Build great cross-country walls, towers and forts to contain hostile tribes!

Reduce taxes, keep everyone happy !!

These four pillars show your success in four categories: Peace, Culture, Prosperity and Empire

"*Caesar* provides that rare quality in strategy gaming - an experience whose rewards prove equal to its challenges... Caesar goes far beyond its *Sim-City* origins and provides the serious game player with a real lion's feast. Hail, Caesar!"
Computer Gaming World

"I always wished *Sim-City*™ had more "game" to it; Caesar has that."
Computer Gaming World

"The depth of the economic model adds a remarkable gameplay element to Caesar."
Computer Gaming World

"*Caesar's* near-perfect mix of strategy and resource-management makes for an entertaining, challenging and maybe even (gasp!) educational package. This one is highly recommended."
PC Entertainment

"*Caesar* may have the best of all worlds going for it. Not only is there a thought-provoking simulation that can keep the best of us architects going for days without sleep, but with the upcoming *Cohort II* there is fully compatible miniatures-like wargame thrown in."
PC Entertainment

"Playing Caesar is the equivalent of attending a modern day toga party. Chalices of intoxicating gameplay combined with a feast for the eyes and mind represent a sumptuous emperor's banquet."
Strategy Plus

"Incredible. This is unlike any simulation yet released for the computer."
Computer Game Review

"Caesar could take the empire-building crown for 1993."
Computer Game Review

"Caesar will never leave our hard drive."
Computer Game Review

"Caesar is a true gem of a game."
Computer Game Review

COHORT II

Battle against trained Roman soldiers *or* Barbarians - it's your choice!

The Bridge

See all of your men at once with this easy overview!

8 MEDIUM INFANTRY

Simply click on the Control Panel to command your armies and get reports on your men!

Take command of the Roman army in *Cohort II*! Fight battles against trained Roman soldiers or barbarians with this enhanced version of the Micro Miniatures combat simulation. Customize your troops by choosing from seven types of Roman soldiers or four types of Barbarians, and then command up to one hundred men at a time with one order! *Cohort II* even links to the epic *Caesar*, where you can fight your battles against barbarian armies using the Micro Miniatures system! Fight your battles in real-time, or stop the action at any time and change your orders. But be sure to keep the morale of your troops high, or suffer the consequences!

Features:

- Unique MicroMiniatures control system
- Twenty-eight scenarios provided or create your own
- Eleven types of infantry, cavalry and archers
- Customizable troop composition
- Smooth scrolling and easy-to-use interface
- Various terrain styles
- Fully animated VGA graphics
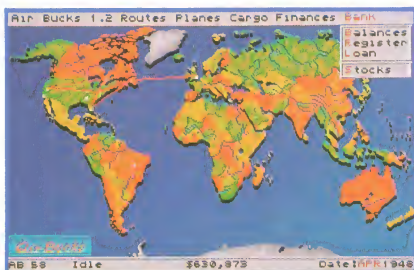- Short games- a great product for newcomers to combat simulations

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CONQUEST OF JAPAN

An epic simulation of Samurai conquest

Impressions

Maneuver your forces across Honshu, as you plot to conquer the enemy's cities!

When the battle is joined, you'll see and hear the clashing of swords and the launching of arrows!

Check on the overall strength of your forces – It may be time to retreat!

This is your chance to get even! In *Conquest of Japan*, you are a Japanese Daimyo; a Lord. You control five cities on Japan's main island, Honshu. Each city provides money for you to hire armies to fight against the enemy, but it is up to you to buy the right soldiers and direct your armies successfully! In a truly epic production, you are both the general, planning campaigns, and the army commander, directing troops within each battle. All battles are played out in real-time, with your soldiers moving in formation in fantastic, colorful animation! Become as involved as you like, from watching progress, to instructing individual men. Choose to play each battle in Hi Res (Local Bus machines recommended) or faster Low Res!

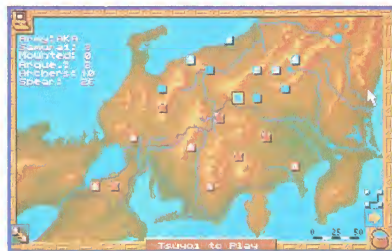"Conquest of Japan is challenging and fun... I'll play this one for some time."
Computer Game Review

"Players who enjoyed *Lords of the Rising Sun* or *Sword of the Samurai* should check out *Conquest of Japan*."
PC Entertainment

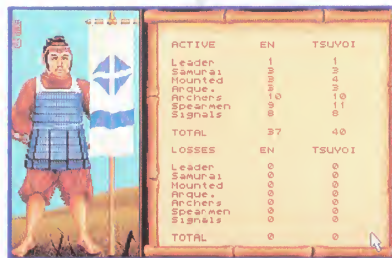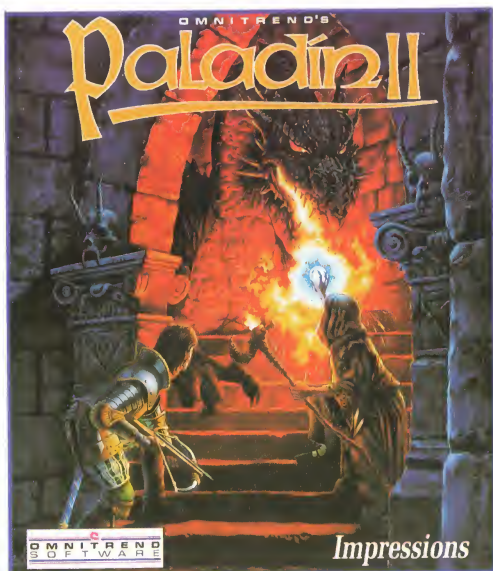"*Conquest of Japan* marks quite an advance for the Micro Miniature system."
PC Entertainment

Features:
- Miniature-style war simulation
- Cities located differently each game
- Choice of authentic troop formations
- Man-to-man Samurai battles in real-time
- Seven types of warriors to choose from
- Simple to play

10

OMNITREND'S

Paladín II

OMNITREND
SOFTWARE

Impressions

Lead your party over varied terrain against an onslaught of foes!

Create your own challenges with the Quest Builder!

You must fulfil every objective if you want to win!

In *Paladin II*, you are Brandon, a young Paladin who must prove his bravery and skill to win the knighthood that he craves. The sequel to Omnitrend's hugely popular *Paladin*, this strategic fantasy combat game pits your small band of adventurers in numerous quests against trolls, dragons and many other fiendish foes! All quests will test you and your companions to the limit, and you must conquer every last foe to achieve final victory. You have weapons, spells and allies, but courage is what you need the most!

"There is no shortage of reasons to recommend this product to strategy-minded role-players of all levels."
Computer Gaming World

"This particular wind-up toy clearly continues to prove its worth on the field of battle."
Computer Gaming World

"*Paladin II* continues as a good solid project that should bring enjoyment to those who like fantasy-based tactical combat games."
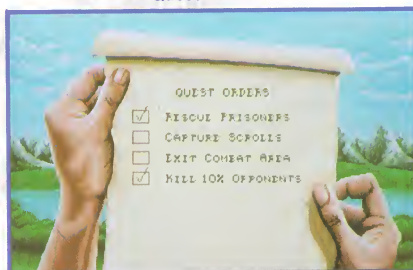*QuestBusters*

Features:
- Quick games and longer campaigns
- Twenty different scenarios
- Superb scenario builder program
- Simple point-and-click interface
- Multiple-level maps
- Individual role playing characters
- Many different victory conditions

AIR FORCE COMMANDER

COMMAND AN ENTIRE AIR FORCE IN THIS SOPHISTICATED SIMULATION OF MODERN AIR WARFARE.

Impressions

Use advanced radar systems to plan combat missions

Watch planes execute missions on the satellite map!

Ordering a Falcon to intercept hostile jets is as easy as point and click!

Command an entire Air Force in this strategy simulation of modern air warfare! As the *Air Force Commander*, you must deploy your squadrons at the right base and assign each squadron combat missions. Set up defensive patrols of your bases and cities, and offensive missions to take out the enemy's military capabilities. To protect yourself and put the enemy on the defense, you must manage Falcons, Tornados and other planes, along with both offensive and defensive attack helicopters and missiles. Recreate all the decisive air strikes of the Persian Gulf War, the Iran/Iraq War and the 1973 Yom Kippur War. Your objective: air supremacy!

"Modern and thought-provoking, this real-time strategy game has enough scenarios to get players going quickly and keep them exploring for quite a while."
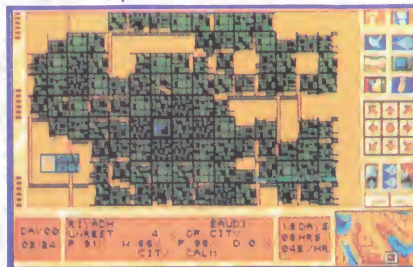*Computer Gaming World*

"*Air Force Commander* is an excellent, highly playable game of air war over the Middle East."
Amiga World

"For those who prefer a challenge over eye-candy reaction tests, this game is a winner."
Game Bytes Magazine

Features:

- Twenty-eight modern Middle East scenarios
- Wide variety of modern planes and missiles
- Satellite, radar and geographical maps
- Great new combination of strategic command and resource management
- Easy to use point-and-click interface
- Expandable game system
- Absorbing real-time gameplay